



MARASIAH FEL

The daughter of the deposed Emperor, Marasiah Fel is also skilled in the arts of diplomacy and negotiations. She works closely with the Imperial Mission as the envoy of the Emperor, at least prior to the attempt on Roan Fel's life. At the same time, she (like her father) is a full-fledged Imperial Knight, and she has pledged her service to both her father and what she sees as the true Galactic Empire. Diplomat, liaison, soldier, and spy, Marasiah Fel has one face that she shows to the galaxy at large (that of the loyal daughter of the Emperor) and another face she shows to her fellow Imperial Knights.

Marasiah Fel is more than just the legitimate heir to the Imperial throne. Since her father's exile, Marasiah (called Sia by those close to her) has acted as an envoy from her father to worlds that might potentially be sympathetic to the deposed Emperor's cause. Marasiah is also romantically linked to Antares Draco, a fellow Imperial Knight.

Marasiah Fel

CL 10

Medium Human noble 5/Jedi 4/Imperial Knight 1

Destiny 1; Force 5**Init +12; Senses Perception +12****Languages** Basic, Bocce, High Galactic, Hutttese**Defenses** Ref 28 (flat-footed 26), Fort 24, Will 24**hp** 60; **Threshold** 24**Speed** 4 squares**Melee** lightsaber +14 (2d8+5)**Ranged** hold-out blaster +12 (3d4+5)**Base Atk** +8; **Grp** +10**Atk Options** Weapon Finesse**Special Actions** Born Leader, Fearless Leader, Presence**Force Powers Known** (Use the Force +17): *battle strike, Force slam, mind trick, move object, rebuke, surge***Abilities** Str 10, Dex 15, Con 10, Int 12, Wis 14, Cha 14**Talents** Armor Mastery, Block, Born Leader, Deflect, Fearless Leader, Presence**Feats** Armor Proficiency (light, medium), Force Sensitivity, Force Training (2), Linguist, Skill Focus (Persuasion, Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)**Skills** Deception +12, Initiative +12, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +11, Perception +12, Persuasion +17, Pilot +12, Use the Force +17**Possessions** Imperial Knight battle armor, lightsaber (self-built), comlink, various personal belongings

"I LOVE MY
DAUGHTER, BUT
THE FATE OF THE
EMPIRE-OF THE
GALAXY-IS AT
STAKE!"

-EMPEROR ROAN FEL

ROAN FEL

Considered by many to be the rightful ruler of the galaxy, Roan Fel is the leader of the Empire-in-exile and is Darth Krayt's most wanted enemy. Roan Fel is a hard man who believes in the strength of order but not the violence of tyranny, and he leads both the Empire and the Imperial Knights in their crusade against the false Emperor that rules from Coruscant.

Trained as an Imperial Knight and skilled in the arts of military leadership and diplomacy, Roan Fel throws his support behind the Imperial Mission early and often, and works hard to make sure that the Jedi are not targeted as enemies during the Sith-Imperial War. However, despite his efforts, the Sith prevail and the Jedi are nearly eradicated.

After the Galactic Alliance's surrender, Emperor Fel is forced into hiding when Darth Krayt seizes the throne. In the intervening years, he has cultivated quite a following of loyalists and still manages to hold the planet of Bastion, despite Krayt's knowledge that the planet serves as the capital of the Empire-in-exile.



Emperor Roan Fel

CL 20

Medium Human Jedi 3/noble 6/Imperial Knight 5/officer 6

Destiny 3; **Force** 9; **Dark Side** 4

Init +10; **Senses** Perception +19

Languages Basic

Defenses Ref 35 (flat-footed 34), Fort 34, Will 36

hp 157; **Threshold** 34

Speed 4 squares

Melee lightsaber +22 (2d8+12) or

Melee lightsaber +17/+17 (2d8+12) with Double Attack

Ranged by weapon +18

Base Atk +18; **Grp** +20

Atk Options Double Attack (lightsabers), Martial Arts I, Melee Defense

Special Actions Assault Tactics, Born Leader, Coordinate, Deployment Tactics, Shift Defense I, Trust

Force Powers Known (Use the Force +22): *battle strike*, *Force slam*, *mind trick*, *move object*, *prescience*, *rebuke* (2), *stagger*, *surge*, *vital transfer*

Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 19, Cha 15

Special Qualities command cover, share talent (Assault Tactics, Deployment Tactics, Shift Defense I)

Talents Armor Mastery, Assault Tactics, Band of Brothers, Block, Born Leader, Coordinate, Deflect, Deployment Tactics, Oath of Duty, Shift Defense I, Strength of the Empire, Trust

Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Martial Arts I, Melee Defense, Force Sensitivity, Force Training (2), Skill Focus (Persuasion, Use the Force), Skill Training (Deception, Persuasion), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Deception +17, Knowledge (tactics) +15, Perception +19, Persuasion +22, Use the Force +22

Possessions Imperial Knight armor, lightsaber (self-built), Emperor's robes, comlink, various personal belongings

"THE JEDI HAVE NOTHING TO FEAR FROM MY FATHER. ROAN FEL IS NOT YOUR ENEMY. HE NEVER TRULY WAS."

-MARASIAH FEL